

PC CD-ROM



FORMULA ONE 2006

YOU'LL NEVER GET ANY CLOSER...



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Epilepsy warning

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms:

dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

You should take the following advises:

- Do not stand too close to the screen. Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Due to the displayed speeds in the game and the realistic simulation of bumps, driving physics and tough competition you can experience higher stress, sweating and an increased Fear-factor.



Driver's manual

Welcome to this Driver's manual for CTD P F1 2006 for rFactor.

To enjoy rFactor as much as possible you will need some information, which we will explain here.



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The first rollout

Or how to become a CTD F1 2006-star?

Nothing easier than this, just follow the next lines and you should stay away from trouble on your first roll out.

First of all: You need CTD F1 2006 for rFactor. After downloading it you have to install it into your rFactor-folder. At the end of the setup you will see the ControlCenter (short CC) for CTD F1 2006 where you can customize the mod like you want to have it. First you have to select your language, next step it to select and update your rFactor-Player-Profiles with values we suggest for getting optimal performance. Apart from that you don't have to update anything, all settings in the CC are optional. If you have plugins like RealFeel, LeoFFB, TV-Plugin or Spotter installed you can change the settings through the CC. After having set all options you can quit the CC so that the setup can finish.

Now start rFactor (you can start it with the CC, but you don't have to) and watch the Intro if you like. In CTD F1 2005 you had to start with Minardi but this time you can drive every car you want at the beginning, so take that chance and select your favorite car!

By now you should notice the upgrades for your car, you don't have to buy anything, it's already payed so just activate it when you want to have it. Each track will select the correct upgrades.

One important upgrade is the level of the traction control (TC). 100% is not fast, try a lower setting so that you can drift somehow out of corners, this should make you faster. On the other hand, if the car accelerates to slippery, try a higher value. If you drive with a keyboard, select the highest setting possible (it is also advised to turn on ABS and Steering-help for that matter).



So you guess you are ready to drive? We don't think so, you should make sure that you don't have more drivers than you can handle, so set the AI's to 21 in the rF-menu. Now choose a track and before loading it make sure that you selected all teams as possible opponents so that the AI takes the rest of the field.

Start the event, now you are in your element, sitting in the car, ready for leaving the pit...

Make sure that the green light is on at the pit-exit and than show us what you can, show us you are the star you claim to be!

In the following sections we'd like to introduce you into the setup possibilities this mod offers. They will help you to set up your car to the optimum. Our mod is very complex and not easy to drive and to setup, so we suggest to take the time and read through it. It will pay of in your laptime!



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1. Engine programs and engine cooling

Optimum temperature of the engine will be roughly between 100°C and 114°C. If the engine goes above approximately 126°C, its working life will be reduced rapidly. Engine oil temperatures increase by approximately 10°C for every 30 seconds that the car is stationary. If you set the radiator duct so that the maximum running temperature is roughly 114°C (during a lap), and then have to wait on the grid for 50 seconds for other car's to line up, your engine temperature will reach approximately 130°C (under acceleration). This is what I consider a critical temperature point, as long as the engine is not at this temperature for long, you should be okay, but this is already considered a risk, particularly with an unreliable team.

While driving it is possible to alter the maximum revs of the engine. You will be able to change the revs in by varying amounts per engine, in 9 steps. Engines are designed to last a realistic race distance with boost level 4, with allowance for a few critical laps during the race with higher boost levels. This does vary with team and engine somewhat. However, as a general rule, you should be able to last the distance driving 10% of the race with boost 9 and 90% of the race at boost 4. Please note that increasing revs in the engine will make it heat up faster, use more fuel and reduce it's working life. The revs that the engine uses will be important in your race strategy. Where as an upgrade description we have written '19,500RPM, 18,300RPM' for example, these correspond with Boost 9 and Boost 4 respectively. These are recommended RPM's for Qualifying and Race sessions respectively.

The revs changes are made by Boost option. This can be set in both the garage and changed real time on track. However, you must remember to assign some keys/buttons to increase/decrease the "boost" that are comfortable to you while driving to change RPM in a race. It's also important to set 7th gear so that you don't bounce off the revlimiter when using race RPM down the straight. If slip-streaming, it's usually okay to temporarily boost RPM to help you pass the car ahead, or sometimes even to try protect your position from the car behind. Increasing your boost by a couple points down the straight could make the difference between the car behind finding your slip-stream and your opponent



failing to get close enough.

The engine will develop itself during the season, as with other components on the car, following the same order as that in the F1 2006 Season (as best as possible). The engines will change in their reliability, power, rpm, economy, etc... Even the environmental conditions will have an affect on the engine. Such is the elevation at Brazil's "Interlagos" circuit, (800m over sea level) that the engines will loose over 7% of their power. This of course assumes your track versions you use are available within our trackconfigsbase.ini, which while pretty comprehensive does not guarantee all 2006 F1 tracks are accounted for. This feature is unfortunately not available for tracks not driven in the 2006 season. However remains one of the many unique features that take part in CTD 2006.

Engine program 1	The lowest wear, the lowest heat, the lowest fuel usage, the lowest performance, the lowest rounds-per-minute
Engine program 2-9	Increased wear, increased heat, increased fuel usage, increased performance, increased rounds-per-minute

2. Brakes and brake ducts

Depending on the team (and of their budget), we will have 6 brakes disc sizes to choose. The only difference here is the thickness of the disc, available between 2.3cm to 2.8cm of diameter of the disc (in increments of 0.1cm each). The smaller the brake is, the less rotational inertia it will have (hence improving acceleration and deceleration to some extent), but it will wear away faster. You will also have to provide sufficient cooling as the brake will heat faster than a brake disc of a



higher thickness. Cooling is done by choosing one of 7 brake duct settings. We have reason to believe Super Aguri and Midland among other teams have never played with their brake disc thickness, as such we will not permit disc changes to these cars.

The optimum brake temperature is roughly between 450°C and 700°C. If the brakes are in this range of temperatures, the car will brake better and stop sooner. If the temperature goes over 1050°C the brakes will loose power and they will wear very quickly. If the temperature is lower than 200°C it will feel almost like a car without brakes. Due to this, we can suppose that it will be important to heat up the brakes, especially when a Safety Car comes out, formation laps and to be cautious in the first couple turns when exiting the pits. The main priority will be to have the brakes in their optimum temperature point. Those few meters you can brake later by warming the brakes could make the difference between passing or preventing a pass into turn 1.

Brake pressure, size of the brake disc, size of brake duct, the brake style of the driver, and the type of track all contribute to the temperature and wear rate of the brakes.

As a general note, Silverstone has amongst the lowest brake cooling requirements, while Bahrain and Montreal require among the largest ducts.



3. Rules

The qualifying session will make use of parc ferme rules. Whereby, setup limitations will be imposed across the car. The setup will not be adjustable outside of brake bias, engine boost, front wing level.

Unfortunately we are unable to allow tyre pressure changes during the race and in garage during and after qualifying. This is an rFactor limitation, and there is nothing that can be done about this (outside of entirely disabling parc ferme). So choose your tyre pressure wisely, and ensure that it operates well during race conditions.

The top 10 qualifiers will start on used tyres. This is a permutation of what happened in real life, unfortunately, we can't limit the number of tyres per weekend, so we find this is the best solution.

Parc Ferme is adjusted to return fuel into your car after qualifying. You will get back whatever fuel you started qualifying with, for the race. This is the most similar to Qualifying session 3 of 2006 we are able to perform in rFactor. To get the best performance in qualifying, you will have to burn off fuel. Please do not ESC out of the car after performing a hot-lap, you will regain all your fuel and this will slow you down. Instead drive around, and come in to the pits for fresh tyres (again making sure not to take on any fuel) and go for another lap. For online play, you can set the final 2 practice sessions to be used as Qualy 1 and Qualy 2, where you knockout the slowest 6 cars each. Get an Admin to record places of the last 6 cars, move on to 'Qualy 2', make sure they do not drive by whatever means you can, and then do the same with "qualifying" session (used to simulate Qualy 3).



4. Aerodynamics

Front wing will be configured from 1 to 65 (in steps of 1), meanwhile the rear wing will be between 10 and 74 degrees. In actual fact, the front wing range is approximately 14-30 degrees, with 0.25 degree increments, it is unfortunate that rFactor can not display the front wing in degrees. In general, the rear wing is chosen to get enough general grip and top speed in the car, while the front wing is used to deliver good balance in the car. The wing ranges will vary at each track, but remember the default setup will be balanced, and already close to the optimum. As a generality, for every 1 click of front wing, you will need to add 1 click of rear wing to maintain balance.

It is important to point out the airstream of a car in CTDP2006. Being behind (near) other car will significantly decrease the aerodynamic efficiency, while improving top speed. Following another car, it's important to adapt your driving style and racing line to keep as close as possible. Depending on the speed of the corner, it's possible to feel the aero-dynamic effects of turbulence from a car ahead when following by well over 1 second. This loss of aerodynamic efficiency will be noticeable throughout the car, but the effects are more pronounced at the front, making the car understeer and thus difficult to drive in the corners. In tracks or corners where multiple racing lines are possible, using an alternate line to the car ahead will allow you to follow them closer.



5. Tyres

CTDP 2006 will feature 10 tyre compounds, from super soft to super hard, with two compounds in each category. Those compounds are classified in terms of temperatures they work on.

The tyres will be different depending on the tyre manufacturer, Michelin or Bridgestone, and will have different behaviours and different kind of possibilities. Also, it will feature a harder 'construction' for USA Speedway, as in real life.

The most important attribute of the tyres will be the temperature. It is important to know the working temperature of each compound and try to maintain it near those values. The gain or loss of grip if we are racing in the range of those temperatures will be critical. Because of that it is recommended, as with brakes, to take care to make in ensuring the tyres are near their optimum working range. Slowing down will result in rapid cool of the tyres. As such, it is important to keep a reasonably fast pace during the warm-up lap, before trying to do a qualification lap, where it's so vital to have to heat in the tyres near to the optimum working temperature. Another crucial moment for the tyres, is during Safety Car and reconnaissance laps before a race, where it will be important to maintain the temperature in optimum ranges. In fact ideally you would want to slightly overheat your tyres before the race, while forming at the front of the grid to ensure your tyres have near ideal temperatures going into Turn 1, and getting off to a good launch from the start line for that matter.

Another aspect that we have to explain is the grip that tyres will offer, that will have 3 stages. The first one (5%-10% of total tyre life) the grip will decrease faster, so we only have one or two opportunities to do a fast lap, in qualification, for example. The second stage, the grip will decrease slowly and will be almost non appreciable. This stage is the 80% of total tyre life. The last one will be from 5%-10% of final tyre life, just before the tyre reaches the canvas, and the grip will decrease faster than any other stage.

Optimum temperature is always 6C above the initial temperature of the tyres. This makes it relatively straight forward to know the optimum temperature.



01 - cold	90C
01 - hot	93C
...	
10 - cold	96C
10 - hot	99C

Tyre pressure is also a critical function. Ideal tyre pressure mainly is dependant on track, slowest tracks require the least, faster tracks require the most. At the rear, roughly 110kpa is ideal for Monaco, and up to 125kpa is ideal for Barcelona. Front pressure should always be 5-10kpa higher.



6. Upgrades

Traction Control Level.

We allow adjustable traction control through the upgrades. Unfortunately, rFactor is rather restrictive in what it allows within the garage. To improve matters, we allow this to be adjusted in fairly broad categories.

"HUD Shift Light/Auto Shift" This serves only 2 purposes, to allow more RPM with the auto-shift driving aid. By shifting at exactly the RPM specified here. If you choose a value too high then the car will not upshift at all! Furthermore, This variable changes the HUD display at which RPM the gear display changes to red.

Traction Conditions and Track Configuration are forced per track by our entries in the TrackConfigsBase.ini, furthermore for unknown tracks they are forced to 'Post Season' upgrade and Standard day air pressures. This used to be Pre-season upgrade before V1.10.

League physics are also forced off by default in our mod.

7. League-Physics

League physics for identical physics for all cars, no exception (including wheelbases). In CTDP F1 2006 V1.10, we fixed a small issue where the 'league physics' would override traction control settings in the Upgrades. Furthermore, we solved another issue, where the "HUD Shift Light/Auto Shift" upgrade does not function with league physics. To allow this, we allowed more RPM choices for some teams in this upgrade (such as Toro Rosso) to allow reasonable selections for the League physics engine.

Also new in Version 1.10, we have provided a more powerful higher revving engine in the league physics, it more closely resembles the Cosworth CA2006 Series 6 engine, ther version which Cosworth had ended the season with. These physics



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are virtually identical to the Ferrari F248, with a Cosworth engine and Seamless shift gearbox.

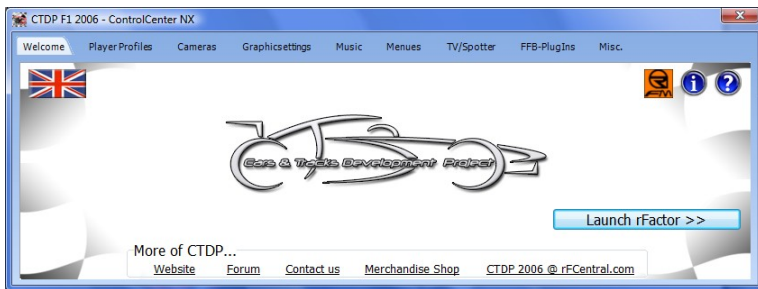


ControlCenter



If you have any trouble with the ControlCenter (or ideas to improve it) please contact us via the website, in forums we visit or via e-mail. The addresses are in the ReadMe of CTDP F1 2006. If you have found a bug please report it as detailed as possible (for example which OS you use, what graphic card you have, what CPU, which version of CTDP F1 2006, etc).

1.) The main menu



What can I do here?

Select the language for the CC: Click on the flag in the upper left corner and you



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can select one of the installed languages.

Open the manual of the Mod: Click on the "?" icon to open the manual. It opens the manual in your default PDF-viewer.

Open the ReadMe of the Mod: Open the ReadMe by clicking on the "i" icon.

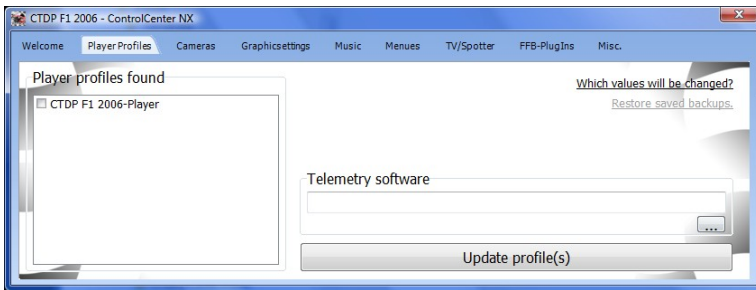
Launching rFactor: When you click on "Launch rFactor" you will see more options for starting rFactor as you like it.

"Start rFactor": Starts the game with the selected settings.

"-fullproc": If you have more than 1 CPU core you can activate this parameter so rFactor uses the additional cores.

"-trace=1000": If you have trouble with rFactor you can let it create a log file so a solution can be found.

2) Playerprofiles

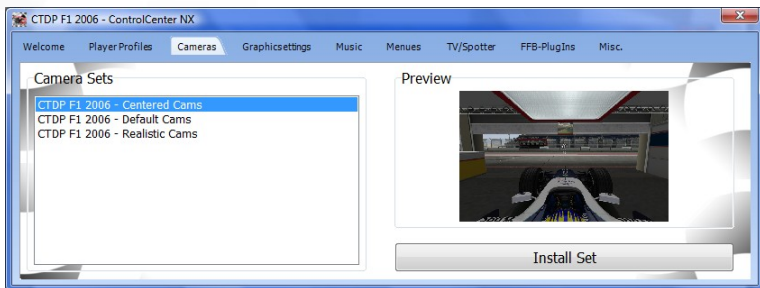


What can I do here?



Here you can update your player profile with values that we think optimize your driving experience. You can also set the path to your telemetry software so that you can start it directly out of rFactor. If you want to know which values are changed you can click on "Which values will be changed?" If you don't like the changes you can restore a backup (only if you have created one before the update).

3) Cameras



What can I do here?

Everyone likes a different driving cam so you can select one here. CTD P F1 2006 comes with 3 different TV-Cockpit-Cams:

Centered Cams: Camera is in a central position.

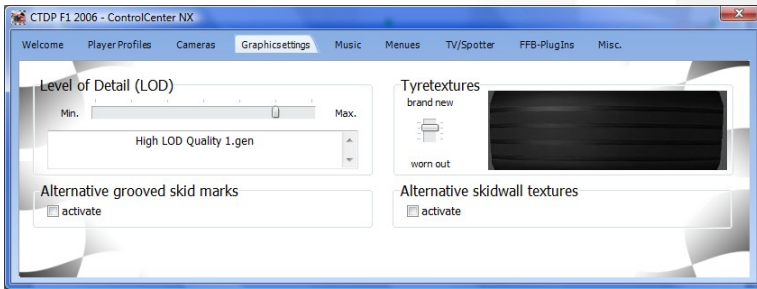
Default Cams: Camera is a bit to the left of the central position.

Realistic Cams: Camera is like the real F1 TV-Cam on the left side of the airbox.

To install a selected camera click on "Install Set". We suggest to try the different cams so you can find the one that best fits your preference.



4) Graphic settings

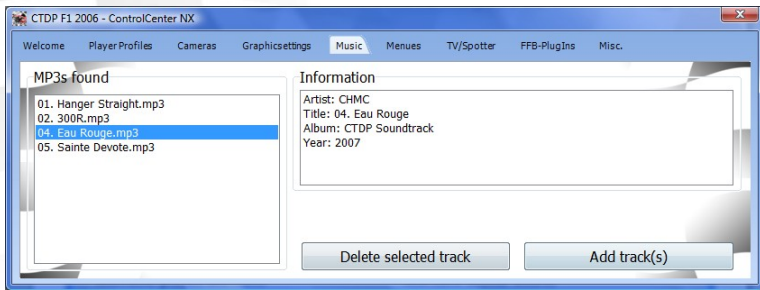


What can I do here?

- Level of Detail:* Here you can set the Level of Detail. Lower it as needed if you do not have enough frames per second in rFactor with CTD F1 2006.
- Tyre Textures:* You can choose from four different tyre textures, ranging from brand new to very worn out.
- Grooved skid marks:* Activate this box if you want to use alternative textures from F1Alive.
- Skidwall textures:* Activate this box if you want to use alternative textures from Ace8.

5) Music

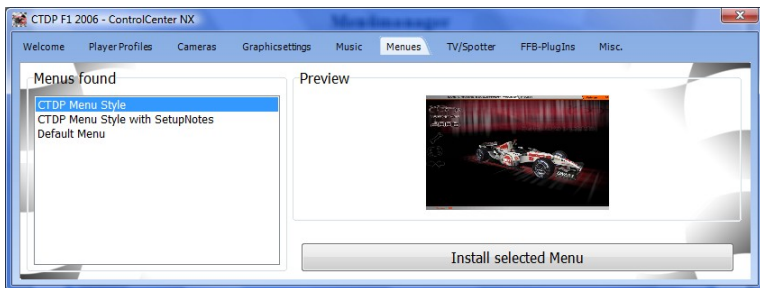




What can I do here?

Do you want to hear your own music in the menus of rFactor? You can add tracks by clicking on “Add track(s)” or delete tracks by selecting them in the left box and clicking on “Delete selected track”.

6) Menu

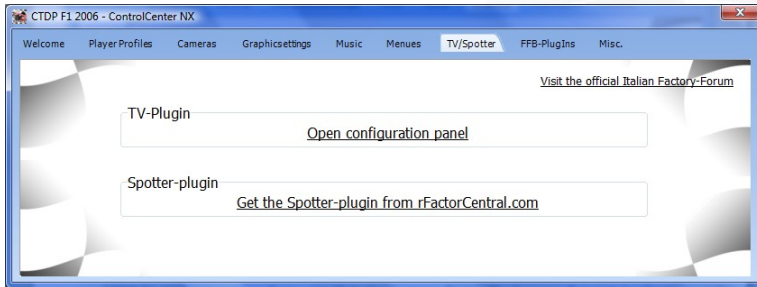


What can I do here?



Here you can switch between different menu-styles for CTD P F1 2006.

7) TV/Spotter

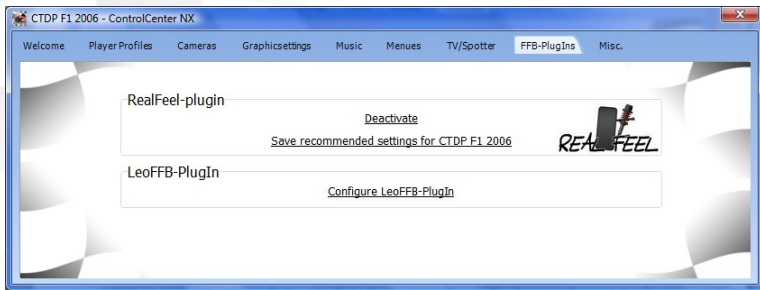


What can I do here?

Here you can switch between different menu styles for CTD P F1 2006.

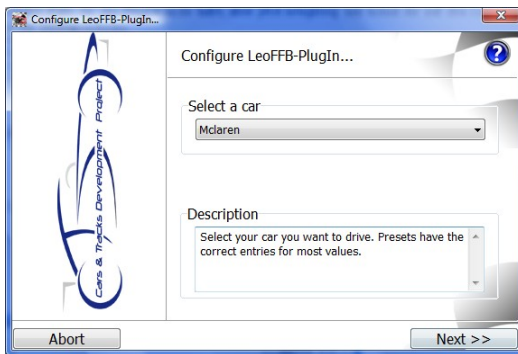
8) FFB-PlugIns





What can I do here?

The RealFeel Plugin has no config-tool in its current version so you can active or deactivate it via the CC and save the optimal settings for CTD P F1 2006 in the "realfeelplugin.ini" file.

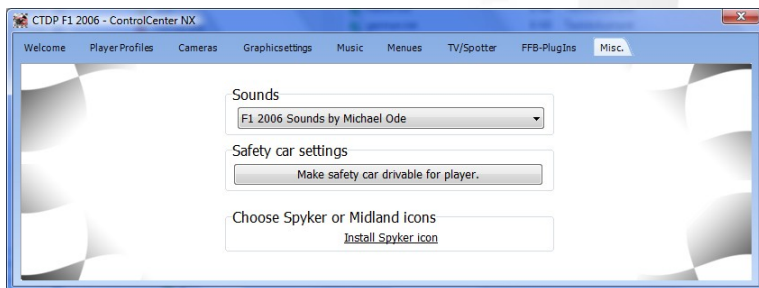


This wizard helps you find the optimal settings for the LeoFFB plugin. As it is a guided wizard, there is no need to get into detail in this manual.

9) Misc.



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What can I do here?

CTDP F1 2006 comes with 3 different sound-sets, so you can choose the one you prefer.

- (1) F1 2006 Sounds by Michael Ode: Complete new, team-based sounds by Michael Ode.
- (2) 2006 Sounds by FSONE Team: The FSONE Team gave us permission to include their sounds as well, so you can choose them if you liked them already in FSONE 06/07.
- (3) CTD P 2005 & ISI-Sounds: This sound-set base uses our 2005 sounds for the V10 Toro Rosso and the V8-sounds of the BM Sauber 2007 by ISI/CTDP.

If you want to drive the Safety Car, you must activate it here so you can select it in rFactor.

Spyker/Midland: Here you can change the icon of the Spyker/Midland team. This is for all you people who want to be 100% accurate.



Settings

To simulate all rules and to the right wear depending on the race length you should use the following settings.

Ingame

Laps in qualifying:	unlimited
Start procedure:	Formation lap/Standing
Number of opponents:	21

Controller.ini

```
Reset FFB Time="0.00000" // reset force feedback  
every X seconds (0 to disable)
```

In case your Force Feedback often stops, you can set up the time after which the FFB-settings gets reset by rFactor automatically.

```
Steer Ratio Speed="20.00000" // Speed at which  
low speed steering lock override ends (for pit  
navigation, units are meters/sec, 0.0 to disable)
```

Below this speed you get much more steering lock, useful for example in narrow pit lane.

```
Keyboard Layout Override="1" // 0 = default, 1 =
```



```
try Windows conversion, 2+ = attempt to use one  
of the existing supported keyboard layouts
```

If you have special keyboard layouts from different countries, you may want to experiment with this option.

```
Keyboard Flags="4" // Try tweaking if there are  
issues with multimedia keys. Add to include flag:  
1=foreground, 2=exclusive, 4=allow windows key
```

Setting "4" enables the use of Play, Pause, Stop, Forward and Backward-Keys on your Multimedia Keyboard.

```
Mimic Steering="0" // Mimic AI or pitlane  
assistance with force feedback
```

This activates (value "1") if your Force Feedback should simulate an observed driver or the AI. Usually this is set to "0".

```
Alternate Neutral Activation="0" // whether to  
select neutral if shift up & shift down are  
pressed simultaneously
```

This setting to "1" and you can't switch to neutral by accident. Now you will have to press gearshift-up and gearshift-down at the same time in order to shift to neutral.



```
Alternate Rearlook Activation="1" // if left look  
and right look are both pressed, rearlook becomes  
activated
```

If you press the keys "look left" and "look right" at the same time, you look back if this is set to "1".

user.plr

```
No AI Control="1" // AI never has control over  
car (except autopit)
```

The AI will take over your car at the end of the race or the practice if set to "1".

```
Pitcrew Push="1" // When out of fuel in pitlane,  
allows pitcrew to push car (use throttle and gear  
selection to direct)
```

If you are in the pits, but not enough fuel to reach the garage, your pitcrew will push you, although they're invisible. ;)

```
Any Camera HUD="1" // whether to show the HUD  
from any camera (in particular, trackside)
```

When activated it enables you to use the HUD in all cameras. So even in trackside cams the lap times can be watched.



```
Repeat Shifts="0" // 0 = no repeat shift  
detection, 1 = detect and eliminate accidental  
repeat shifts, 2 = prevent shifting again before  
previous shift is completed
```

If your steering wheel is broken and it shifts twice, although you only press the button once, you can set this to "1" and the game disables extreme fast gear double-shifting.

```
Net Race Warning="Secondary\HornUpgrade.wav" //  
Signal that multiplayer game has moved to race  
session (empty this if you don't want the game to  
automatically take window focus)
```

You are on the desktop and the race starts. This enables an signal, which brings you back to the game automatically as the race starts. If you don't want it, deactivate it.

```
LCD Display Modes="29" // Add the modes to allow  
them: 1=status 2=aids 4=engine/brake temps 8=race  
info 16=standings
```

This setting tells which pages you want to have in your HUD.



```
Self In TV Rearview="0" // 0=none, 1=rear wing &  
wheels, 2=body & susp, 3=1+2, 4=cockpit, 5=1+4,  
6=2+4, 7=all
```

```
Self In Cockpit Rearview="0" // 0=none, 1=rear  
wing & wheels, 2=body & susp, 3=1+2, 4=cockpit,  
5=1+4, 6=2+4, 7=all
```

With this settings enabled, you can see your own car in the mirrors. One for cockpit, one for t-cam.

```
Display Vehicle Labels="3" // 0=never 1=single-  
player 2=multi-player 3=always
```

These are the names above the cars. If you want them to show up always "3", only in Multiplayer "2" and only singleplayer "1".

```
Garage Detail="0.20000" // LOD multiplier when  
vehicle is in garage (0.0-1.0)
```

This can save a lot performance. The lower the value the less detailed are the cars in the pitgarages. This gives an FPS hit.

```
Shadow Blur="1"  
Shadow Cache="1"
```

News since the last patch. Shadow Blur will cost a bit performance loss, but they



look much nicer.

Shadow Cache, you'll have to try out. Some may gain some FPS.

Our textures use 2048x2048 textures, this a lot to handle for graphic cards, therefore these PLR settings are important and as such are also the reason, why a the thought 1024x1204 skinpack is a waste as you can now force it, whereas in CTDP05 texture reduction was disabled.

```
Display Vehicle Labels="0" // 0=never 1=single-  
player 2=multi-player 3=always  
Player Detail="3"  
Player Texture Override="-1" // For player's  
vehicle textures: -1=use Player Detail, 0-  
3=override value  
Opponent Detail="3"  
Opponent Texture Override="-1" // For opponents'  
vehicle textures: -1=use Opponent Detail, 0-  
3=override value
```

This setting override can force a specific texture resolution. By default these are determined in the interface for player and opponent details settings, value -1, Note however, that changing game detail settings ingame can reset these override flags, but they can be edited manually with a text editor.

Example: To force 1024x1024 skin on player and opponent with maximum LOD detail, this can be achieved with this setting.

```
Player Detail="3"  
Player Texture Override="2"  
Opponent Detail="3"  
Opponent Texture Override="2"
```



In terms of texture sizes this particular setting CTDP06 would than use the same texture sizes as were used in CTP05.

```
Sky Update Frames="350" // Frames between sky and  
light updates
```

Every X frames, shadows and light will be updated. Increasing this value may safe performance.

```
Allow HUD in cockpit="1"
```

This enables the HUD in the cockpit.

```
Allow Swingman in Pitlane="1"
```

This allows to use the Swingman-Cam in the pit lane. Often quite helpful.

```
Engine Emitter Flow="1" // Whether engine  
smoke/flames flow over emitting vehicle  
  
Tire Emitter Flow="1" // Whether tire smoke/dust  
flow over emitting vehicle  
Smoke Flow="1" // Whether all smoke/flames/dust  
flow over non-emitting vehicles
```



```
Raindrop Flow="1" // Add to enable: 1=flow over  
current 2=flow over other vehicles
```

```
Rainspray Flow="1" // Add to enable: 1=flow over  
current 2=flow over other vehicles
```

```
Spark Flow="1" // Add to enable: 1=flow over  
current 2=flow over other vehicles
```

This is all about air turbulences of engine smoke, tire smoke, dust, rain, spray and sparks. At "1" all this will be swirling in the air aerodynamically.

```
Self In TV Rearview="15" // add values for any  
that should be visible (0=none): 1=rear wing &  
wheels, 2=body & susp, 4=cockpit, 8=steering  
wheel (15=all)  
Self In Cockpit Rearview="15"
```

Perhaps a clarification about the self view in mirrors, I know it is implied in the PLR comment anyway, but some don't seem to get it, to explain it as follows. To see nothing of the car in mirrors (default) setting is zero, the enable the entire car in mirrors the value should be 15. (I don't see why anyone would want to use anything else to be honest, apart from those two values, no point just to see a wing or tyre alone.

To me it seems you'd want them either all off or on.

```
Display Icons="2" // Icons displayed if HUD is  
off: 0 = none, 1 = flags only, 2 = all
```



Our only advice is to take "2". This shows all icons: Drive-Through Penalty, Stop And Go Penalty, high engine temperature, yellow blue, green etc.

```
Max Framerate="0" // 0 to disable, for regular  
exe only, see multiplayer.ini for dedicated  
server framerate
```

Here you can limit the maximum framerate of rFactor. This decreases FPS fluctuations and may avoid stuttering for some users.

```
Auto Detail Framerate="0" // Details and visible  
vehicles will be automatically reduced (by up to  
half) if framerate is under this threshold (0 to  
disable)
```

Another new and very good feature!

If the FPS drops under this value, all visible cars and details are reduced down to half to keep the FPS up. This can be helpful for users with low FPS at the start.

```
Delay Video Swap="0" // Whether to delay video  
swap if card is busy - this should only be used  
if framerate clearly improves - otherwise it is  
only delaying response time
```

This may increase FPS, but may not. In that case, just reset to "0".



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```
Screenshot File Type="2" // 0=default (jpg),  
1=bmp, 2=jpg, 3=png, 4=dds
```

This sets the output file format for screenshots.

BMP	No Compression, big files
JPEG	Compression, small files
PNG	No Compression, big files
DDS	Textures, not for screenshots

```
Record Replays="1" // whether to record replays  
or not
```

Here you can set, if Replays should be recorded or not.

If you are in a League and you can download the screenshots afterwards, you can disable this here, as it saves memory and disk space during driving.

```
Save All Replay Sessions="1" // whether to save  
the replay from each session
```

This set to "1", Replays of all sessions (Training, Qual, Warm-up and Race) are



saved.

```
Record To Memory="1" // record replays to memory  
rather than disk (may possibly reduce stuttering,  
but at your own risk because memory usage will be  
significant for long races)
```

Replays get saved in the regular memory and after the race they get saved to hard disk. This makes the game run much smoother, but memory usage will increase heavily and you may lack memory at the end of a long race. Try it out yourself!

```
Compress Replay="0" // whether to compress VCR  
file (uses less disk space but takes more time to  
write)
```

Compresses the replays. The file sizes decreases, but saving the replay needs more time.

```
Record Hotlaps="1" // whether to record hotlaps  
or not (must have replay recording on)
```

Saves the fastest lap as an extra replay.

```
Instant Replay Length="30"
```



This defines the length in seconds of the replay you get while racing and pressing "R".

```
Super Player Replay="1" // record player at  
higher frequency
```

Replays are saved in a better quality.

```
Private Test Day="1"
```

"1" starts a test day without any AI drivers, but you can add them using the "ADD AI" button.

```
Number Track Replays="5" // how many replays to  
store for each track (using default naming  
convention only!)
```

```
Number Race Results="10" // how many race results  
files to store (using default naming convention  
only!)
```

```
Multi-session Results="1" // whether to store all  
sessions at a track in a single results file, new  
default is one session per file
```

```
Disconnected Results="1" // show results for  
clients disconnected at end of prac/qual/warmup
```



This defines how many replays per track should be created before an old one is overwritten.

The 2 last ones activate whether all sessions should be saved in one file or in many files, and if players, who left the server should be saved as well.

```
Relative Fuel Strategy="0" // Show how much fuel  
to ADD, rather than how much TOTAL fuel to fill  
the tank up to
```

Another new thing. Should the fuel be added or should the current fuel be increased to match an absolute value?

Strategies work perfectly since the new Patch. We suggest "1", so you can come to box even a lap early, without having to recalculate your strategy during the race.

```
Relevant Setups Only="0" // 0 = show all setups  
in folder, 1 = only show setups for your current  
vehicle
```

Either all setups are shown in the menu, or only those created with this car.

```
Keep Received Setups="3" // 0=do not accept,  
1=keep until next track, 2=keep until exit,  
3=keep forever
```

This defines, what should happen to received setups.



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0	Accept no setups.
1	Receive setups and keep them, till the next track is loaded
2	Receive setups and keep them till you leave the game.
3	Save forever.

```
MULTI Free Settings="107" // add any of the  
following to allow minor changes with fixed  
setups or parc ferme: 1=steering lock, 2=brake  
pressure, 4=starting fuel, 8=fuel strategy  
16=tire compound, 32=brake bias, 64=front wing
```

This setting defines the Parc-Ferme-rule. These carsettings may or may not be edited after the qualifying.

```
Realtime Splits="1" // 0=show race splits at  
sectors only, 1=realtime splits (can be toggled  
while driving with pit decrement key
```

Gaps to your opponent during the race. These can be updated in realtime or "only for each sector" like in real Formula One.

```
Show Extra Lap="1" // 0 = show laps completed, 1  
= show lap you are on
```



How many laps should be displayed while driving?

0	Only show finished laps.
1	Show the current lap.

```
One Lap To Go Warning="4" // Race only: 0=none,
1=message, 2=white flag, 3=both, Race+Qual: add
4. Feature not implemented for timed races or
lapped vehicles.
```

One lap before finish, there is a message, which you can configure here.

```
Pitstop Description="1" // Gives extra info about
what's taking time in pitstop
```

This is also new and gives you additional information during pit stops. It display which task takes the longest time and the estimated required time.

```
Measurement Units="0" // Units for everything
EXCEPT speed (0 = metric, 1 = english/imperial)
Speed Units="1" // 0 = MPH, 1 = KPH
```

Choose between imperial measurements and metric measures.



```
Damper Units="1" // Display dampers (shocks) in
garage as: 0 = setting (e.g. 1-20), 1 = rate
(e.g. 1000-9000 N/m/s)
```

Damper in the pit lane, Value "1" and you see proper N/M/s-values. "2" gives you just values from 1-20.

```
[ Miscellaneous ]
Key Repeat Rate="1"
AVI export width="1024"
AVI export height="768"
AVI export framerate="50.00000"
AVI export quality="100.00000"
AVI compressor fourcc="divx" // Changes
compression algorithm
```

These are additional settings for your video-output of replays, much more than you can configure ingame. And you can define the horizontal width and vertical height of the output. This are some possible codecs:

none	uncompressed
DIVX	compressed
XVID	compressed
WMV	compressed



System recommendations

Required:

2 Ghz CPU
512MB Memory

Nvidia Gf 5600fx
Ati Radeon 9800pro



Details on minimum

Recommended

3 Ghz CPU
1024MB Memory

Nvidia Gf 6800gt
Ati Radeon X850XT



Details on maximum

This are just recommendations based on tested systems. It may vary from system to system. Best to try it yourself.



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FAQ

<i>Problem</i>	<i>Answer</i>
For which game is this modification?	This Mod is only recommended for rFactor Version 1.255F. For further information visit www.rFactor.net .
Is there a track-pack with all tracks?	No, there is no complete track-pack. CTDp will release its tracks one by one. On www.rfactorcentral.com you can find more tracks to download.
There are no cars in the menu and I get the error message "tyres05.mas can not be found".	This is a known problem, we couldn't fix. It occurs when you try to select F1-Cars in the "All Cars & All Tracks"- Mode. To avoid this Problem, you should only run the mod from from it's own menu.
After selecting the F1-2006 Mod in the Mod-menu, the driver-pictures are misplaced. After switching from F1-2006, menu-elements are missing in other mods.	CTDP uses an own menu, which is modified to some extent and is specially optimized for the mod. Unfortunately at the moment rFactor does not reload the menu after selecting a new mod. Therefore we advise to restart the game after switching to or from our mod.
There are graphic bugs on the cars like missing or wrong textures, on some tracks.	The reasons for this lie mostly with bad converted tracks. CTDp tested the mod on half decent tracks, but we can not test all of and therefore guarantee that the mod will work with them. And for sure we are not going to fix bugs, which are caused by poor tracks.
How can I build my own season?	CTDP released for this purpose the "ChampionshipManager NX". With this tool you can create your own seasons. You can download it on our webpage.
I can drive through the tires of my	The collision-model of rFactor simulates tire-to-tire-



<i>Problem</i>	<i>Answer</i>
opponents without flipping up.	collisions very insufficient. This is a problem on all Open-Wheel-Mods. We tried to improve this since 2005, but it's probably not optimum.
Which driving aids should be activated?	It is suggested to drive with full traction-control, as they did in the real F1.
Can you move the traction-control to the setup-menu?	The idea for this was pitched to ISI a long time ago and we are waiting for them to realize it.
The game crashed randomly.	This might be caused by the Spotter-Plugin. So if you have installed it try to remove/disable it.
Is there a server edition with equal physics?	There is a "dedicated server edition", this is the regular mod without any textures and sounds. A mod-version with near-equal-physics is available for leagues on request.
Drivers are doubled in the race's driverlist or drivers are missing.	Check the settings for the number of AI opponents. This has to be 21.





Credits



**Cars & Tracks
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3D ARTISTS

Alexander Borro
 Andreas Neidhardt
 Craig Longhurst
 Daniel Seggiger
 David Bennewitz
 Eugénio Faria
 Kevin Wong
 Marco Büttner
 Marko Stanic
 Matthew Scerri
 Omar Shaikly
 Wai Keen Lam

2D ARTISTS

Daniel Senff
 Florian Gramsch
 Georg Ortner
 Jiang Zheng
 Julia (Valerossi)
 Kyran Brazier
 Paulo Fernandes
 Raúl M. Gullón
 Roberto Yermo
 Shaun Stroud
 Steffen Krägelin

PHYSICS

Alvaro Jiménez
 Michael Borda
 Sascha Grindau

PROGRAMMER

Daniel Fredrich

SOUNDS

Michael Ode

MUSIC

Lars J. Brouwer
 "The Beginning of the End"
 performed by Nine Inch Nails,
 remixed by Stefan Tapper -
 remix.nin.com

VIDEOCOMPOSITING

Stefan Tapper
 Stabitz

CAMERAS

Dennis Fischbach

MISC

Stefan Triefellner for help with Safety
 Car gauges
 TechAde for ReelFeel FFB Plugin
 Leo Bodnar for LeoFFB Plugin
 Motec Telemetry by DanZ
 F1Alive for the grooved skidmark
 texture
 Ace8 for the Skidwall texture
 prunn for his tv styles
 Luca de Leo for FSOne sounds

Translations

Game_Fr alias F1.JeanPhi,Totorman,
 AngeEve, Maug, Will, Yoss, Dedios

SPECIAL THANKS

Image Space Incorporated
 Joe Campana
 Gjon Camaj
 Paolo Capriosa
 Bernard (GeZeRe)
 Ingy
 Silent Bob
 SimracingLeague.de
 Peter Engels
 and testers
 Readers of our Development Blog

RESEARCH

Andy Hone
 Steffen Max

BETATESTERS

From CTD

Steffen Max, Timo Vollmering,
 Marco Festini, Ryan Gilmore, Ilkka
 Haapala

From WirPreRacing

Günter Wirges, Ralf Pressler,
 Julien Dauber, Sebastian
 Meissner, Andreas Höppner

From VirtualRacing

Daniele Bonaventura,
 Adriano Fugmann, Martin Kolibal,
 Thorsten Feyerabend,
 Andreas Behr, Mansuet Grasser,
 Stefan Berger, Martin Krampe,
 Thorsten Jaag, Jens Jung, Patrick
 Ziller, Michael Morgenthal, Frank
 Schichterich, Thomas Buchmann,
 Peter Mannweiler, Benny
 Loempke, Hans Bodo Kohl,
 Thomas Nolden, Pascal
 Scheiwiller, Carsten Krägel,
 Bernd Heidbüchel

From FSR

Bruno Marques, Dave Carr-Smith,
 Ricard Forcada, Luca Bisello,
 Uriah Hill, Daniel Meier,
 Michael Lam



Contact

Mail Address: info@ctdp.net
Website: <http://www.ctdp.net>
Development blog: <http://devblog.ctdp.net>

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